

Adversarial event generator tuning with Bayesian Optimization

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Event Generator Tuning

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We consider problem of tuning parameters of event generators to 'real' data:

- generating samples is expensive;
- generator is non-differentiable.

Working example: **Pythia 8** generator.

Event generator tuning using Bayesian optimization

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- two histogram for each parameter: data_i and MC_i ;
- Bayesian Optimization on the objective:

$$\chi^2 = \sum_{i=1}^{n_{bins}} \frac{(\text{data}_i - \text{MC}_i)^2}{\sigma_{\text{data},i}^2 + \sigma_{\text{MC},i}^2}$$

- additional assumptions on distributions are required to guarantee convergence;

Adversarial Variational Optimization of Non-Differentiable Simulators

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- an adversarial objective:

$$\text{Wasserstein}(F_{\text{real}}, F_{\theta}) = \sup_{d \in L_1} \mathbb{E}_{x \sim F_{\text{real}}} d(x) - \mathbb{E}_{x \sim F_{\theta}} d(x)$$

- Variational Optimization to search for distribution over **generator parameters**.

Assumptions and goals

We consider Adversarial Bayesian Optimization:

- no additional restrictions on distribution shapes;

Our primary concern is time complexity:

- sampling from the target event generator is expensive;
 - number of generator calls dominates overall complexity;
 - **minimizing number of event generator calls;**
- there is a configuration of generator that perfectly matches 'real' data.

Adversarial Bayesian Optimization

Adversarial Objective

Jensen-Shannon distance:

$$\text{JS}(P, Q) = \log 2 + \frac{1}{2} \left[\mathbb{E}_{x \sim P} \log \frac{P(x)}{P(x) + Q(x)} + \mathbb{E}_{x \sim Q} \log \frac{Q(x)}{P(x) + Q(x)} \right] =$$
$$\log 2 - \min_f \text{cross-entropy}(f, P, Q)$$

- Jensen-Shannon distance can be approximated by a classifier.

Multi-Stage Adversarial Bayesian Optimization

- sequence of classifier models with increasing power:

$$\mathcal{F}_1 \subseteq \mathcal{F}_2 \subseteq \dots \subseteq \mathcal{F}_m = \mathcal{F}$$

- classifier \mathcal{F}_i associated with 'pseudo' JS distance:

$$\text{pJS}_i(P, Q) = \log 2 - \min_{f \in \mathcal{F}_i} \text{cross-entropy}(f, P, Q)$$

$$\text{pJS}_1(P, Q) \leq \text{pJS}_2(P, Q) \leq \dots \leq \text{pJS}_m(P, Q) = \text{JS}(P, Q);$$

$$\boxed{\text{pJS}_i(P, Q) \geq 0 \implies \text{pJS}_{i+1}(P, Q) \geq 0}$$

Multi-Stage Adversarial Bayesian Optimization

$$\boxed{\text{pJS}_i(P, Q) \geq 0 \implies \text{pJS}_{i+1}(P, Q) \geq 0}$$

- 'weak' classifiers tend to require less samples;
- 'weak' classifiers can be used to rapidly explore search space;
- these results are constraints for a more powerful classifier.

Multi-Stage Adversarial Bayesian Optimization

```
1: model1 = unconstrained BO on pJS1(data, generatorθ)
2: for  $k = 2, \dots, m$  do
3:   constraintk(θ) =  $P(\text{pJS}_{k-1} \leq 0 \mid \theta, \text{model}_{k-1})$ 
4:   modelk = BO on pJSk(data, ·) s.t. constraintj(theta) > τ,  $j = 0, \dots, k-1$ 
5: end for
```

Experiments

Experiment

We follow problem statement from *Ilten P, Williams M, Yang Y. Event generator tuning using Bayesian optimization. Journal of Instrumentation. 2017 Apr 27;12(04):P04028.*

- e^+e^- modeled by **Pythia 8**;
- values of Monash tune as parameters of the 'real' distribution;
- 2-stage Adversarial Bayesian Optimization;
- number of samples required to avoid overfitting of the classifier is measured.

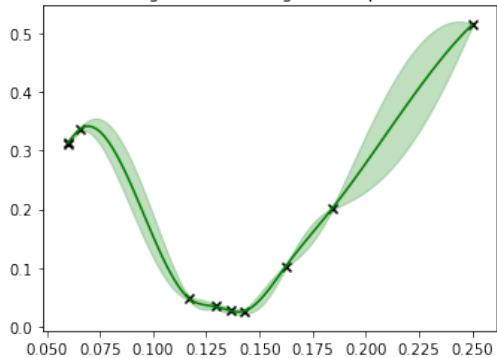
Experiment 1

Target generator options:

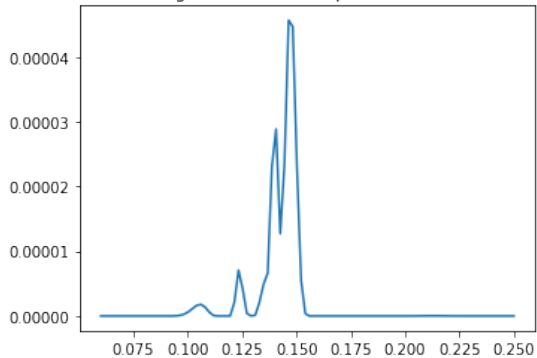
- `alphaSvalue`.

Experiment 1: stage 1

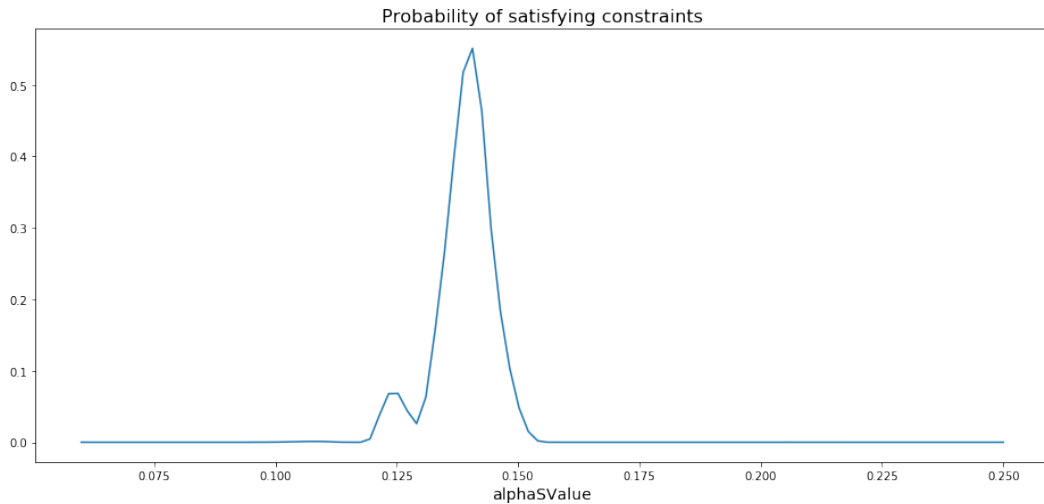
1-stage iteration 9: gaussian process



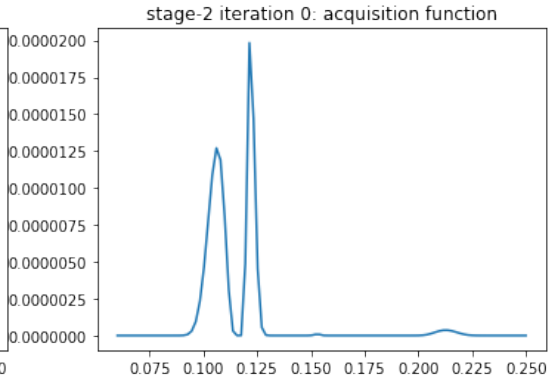
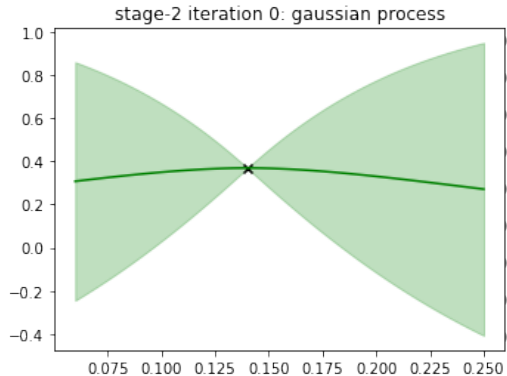
1-stage iteration 9: acquisition function



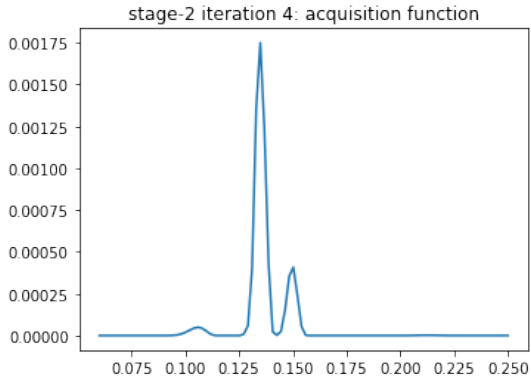
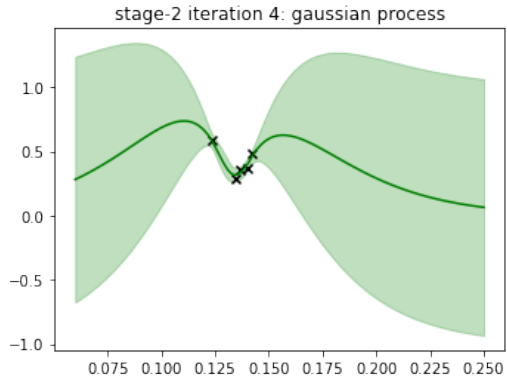
Experiment 1: stage 1



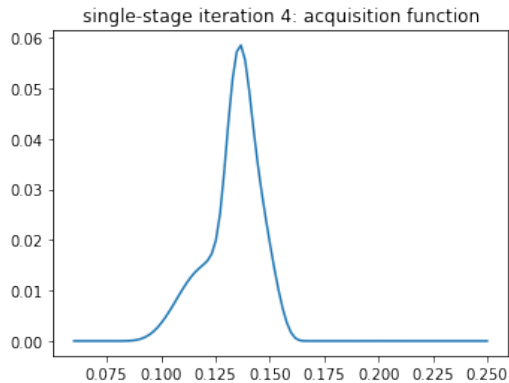
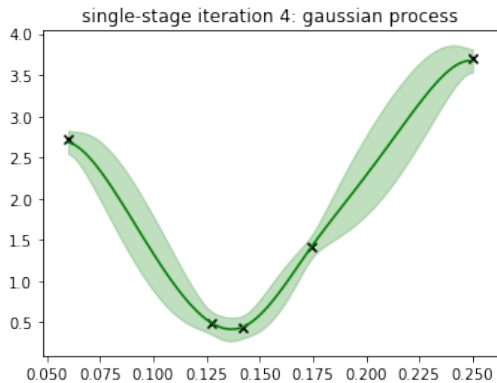
Experiment 1: stage 2



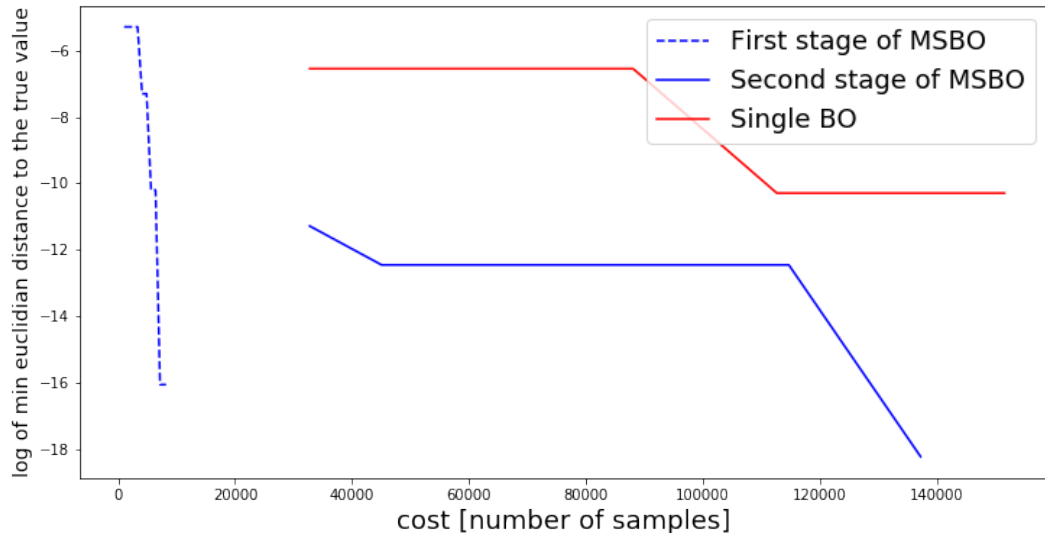
Experiment 1: stage 2



Experiment 1: single stage



Experiment 1: results



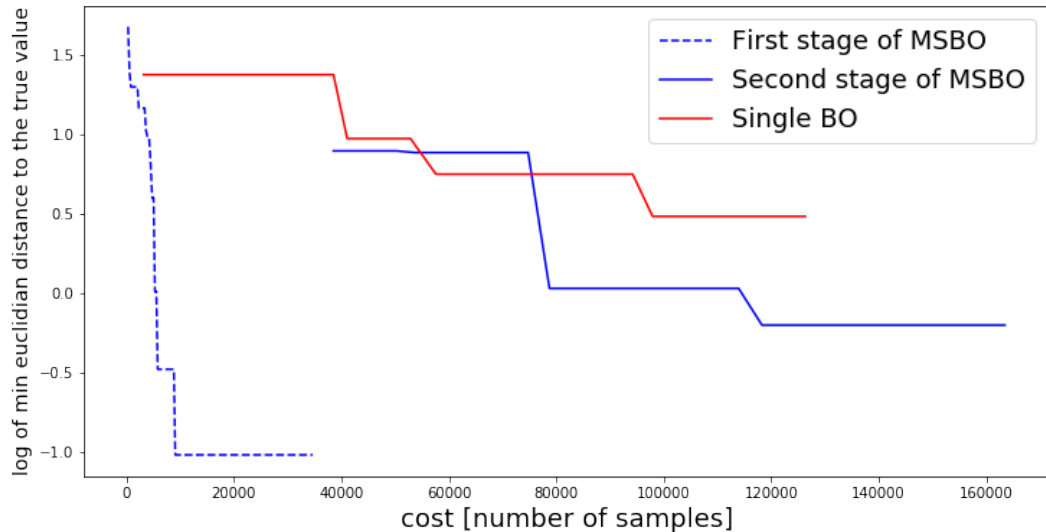
Experiment 2

Target generator options:

- `bLund`;
- `sigma`;
- `aExtraSQuark`;
- `aExtraDiQuark`;
- `rFactC`;
- `rFactB`.

Second group of variables from Ilten P, Williams M, Yang Y. Event generator tuning using Bayesian optimization. Journal of Instrumentation. 2017 Apr 27;12(04):P04028.

Experiment 2: results



Summary

Summary

- Adversarial Bayesian Optimization is a promising tool for tuning event generators;
- Multi-stage Adversarial Bayesian Optimization utilizes 'weak' classifiers to incrementally constrain search space:
 - rapid exploration of search space on first stages;
 - late stages search for solution only among promising candidates;
 - **reduction in overall cost of optimization.**

Backup

Bayesian Adversarial Optimization

- 1: initialize Bayesian Optimization
- 2: **while** not bored **do**
- 3: $\theta \leftarrow \text{askBO}()$
- 4: $X_{\text{train}}^{\theta}, X_{\text{test}}^{\theta} \leftarrow \text{sample}(\theta)$
- 5: $f \leftarrow$ train discriminator on $X_{\text{train}}^{\theta}$ and $X_{\text{train}}^{\text{real}}$
- 6: $\mathcal{L} \leftarrow \frac{1}{2 \cdot m} \left[\sum_{i=1}^m \log f(X_{\text{test}}^{\theta, i}) + \sum_{i=1}^m \log(1 - f(X_{\text{test}}^{\text{real}, i})) \right]$
- 7: $\text{tellBO}(\theta, \log 2 - \mathcal{L})$
- 8: **end while**

Possible Caveats

- constraints are observed by authors to mess with GP;
- without assumption $\exists \theta : JS(\text{generator}(\theta), \text{real}) = 0$:
 - it is likely that the method would still work (modifying constraints) if classifiers are from the same family of algorithms;
 - it is possible, that BO with weak classifier carries no information about BO with a strong classifier.

Expected Improvement with Constraints

Problem:

$$\begin{aligned} \text{EI}(x) &\rightarrow \min; \\ \text{s.t. } &g(x) \geq 0. \end{aligned}$$

- improvement is impossible if constraints are violated:

$$\text{CEI}(x) = P(g(x) \geq 0) \cdot \text{EI}(x) + P(g(x) < 0) \cdot 0$$

- constraints in our case: $\text{model}_i(x) \leq 0$.

Gelbart, M.A., Snoek, J. and Adams, R.P., 2014. Bayesian optimization with unknown constraints. arXiv preprint arXiv:1403.5607.

- training set is incrementally extended until over-fitting becomes insignificant.
- 2 stage ABO:
 - 1 stage: XGboost with 1 tree and max depth = 3;
 - 2 stage: XGboost with 20 tree and max depth = 6.

Experiment 1

